GROUP PROJECT

Group documentation

CMP2089M

Assignment 2 of 2

Group 12

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Table of Contents

Introduction

This document will cover the whole project, the tools we used, how we went about making the game and what we finally achieved.

The fact that the artefact is a game means that in some way it will be fun, allowing the player to immerse themselves in an experience, in this case one with the subject of cyber security. This can subtly teach players important information while they are having fun playing a game, this will make the learning experience fun and not exhausting. Seeing as the artefact is a game means that it will also reach out to younger audiences teaching them facts that will in the future affect them.

Having the artefact based on cyber security is also important because this is a new threat that many people don't really think about, seeing the rate at which technology is increasing means more and more people are in harm's way. It is important that people are at least aware of the possible dangers out there. This game will not focus on any one group of people as not only one group of people are at threat from cyber security, this game will aim to please the largest audience possible while at the same time be fun, this means it can't be complicated or hard but this has to present a challenge otherwise it would be boring . This will allow people that are literate and illiterate with computers to increase their knowledge of the possible dangers and could possibly prevent some of them from happening by making people aware, that is the main objective of this project to make people aware what's out there, which is why the game is called "Aware".

The knowledge gap this game will aim to fill will be all the cyber security issues that someone could face while browsing the internet, some examples being risk to passwords and computer files, malicious files and even online bullying.

Processes

The process began with planning and finding out what peoples particular skills where. We as a group had to find out who had the most experience in each aspect of the tasks needed to complete this project, these being Coding, Design, Documentation and presenting. This was then split up into sub genres as several members had experience in 2 or more and didn't want to solely do one task. Some examples of this would be Game art, Menu design, Sound and parts of the documentation.

We then had to decide what we were going to make the game in, after some discussion we decided on unity as it wasn't too complicated and would allow us to learn it for other modules and projects, we had the option of Game maker and Mono game but ultimately decided on unity because it was something everyone in the group and some experience with unlike the other options.

Job roles split up

Below are the jobs we set each other to complete the project. (These were the jobs we set each other this doesn't show who did what, see Mark allocation)

Liam- Game Design, Game assets, Document, Presentation

Adam- Document, Game assets Presentation

Lewis- Game programming, Presentation, Document

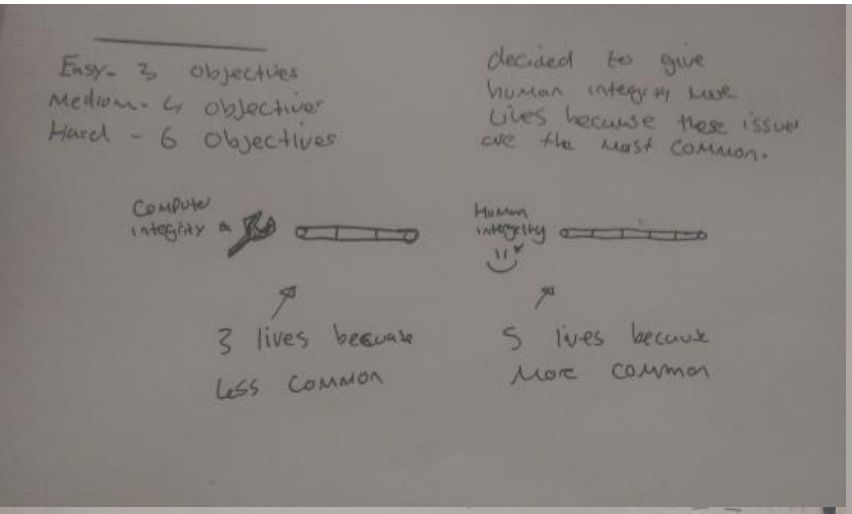
Daniel- Game programming, Presentation, Document

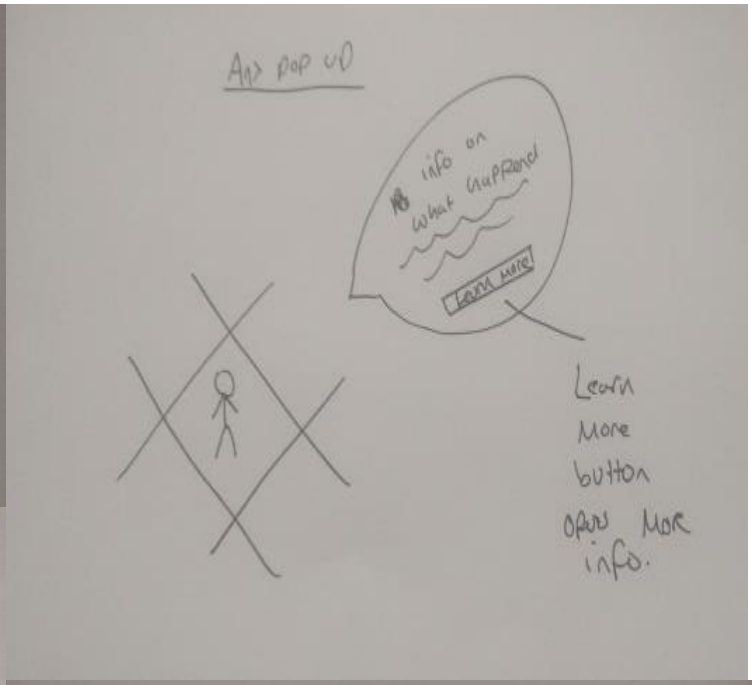
Emma- Game programming, Presentation, Document

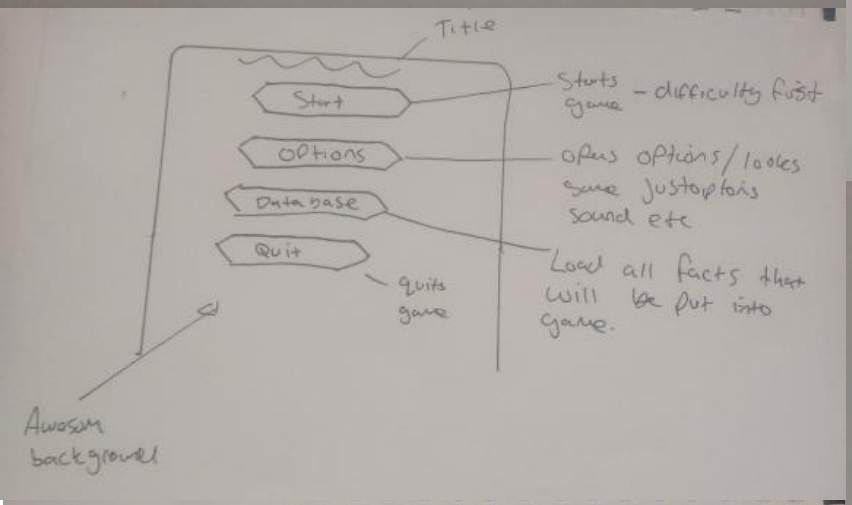
Jack- N/A

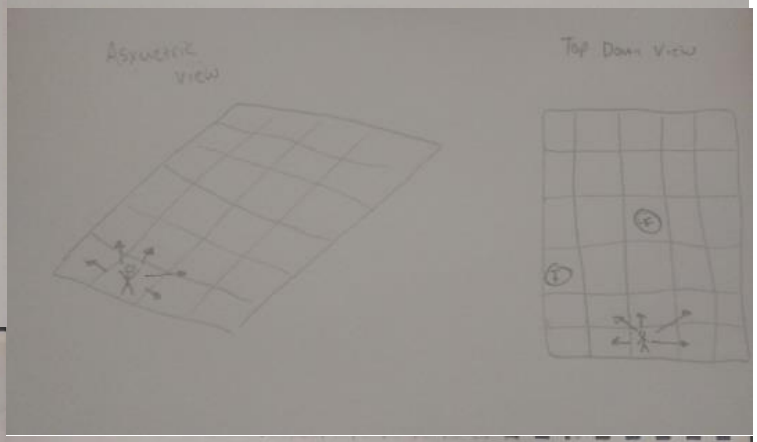
Idea/Concept- Sketches mood board - Deciding what's realistic- More concept stuff- Menu design- game being created- Game assets being made/ found- document created- game tested- game complete- document completed- organise presentation

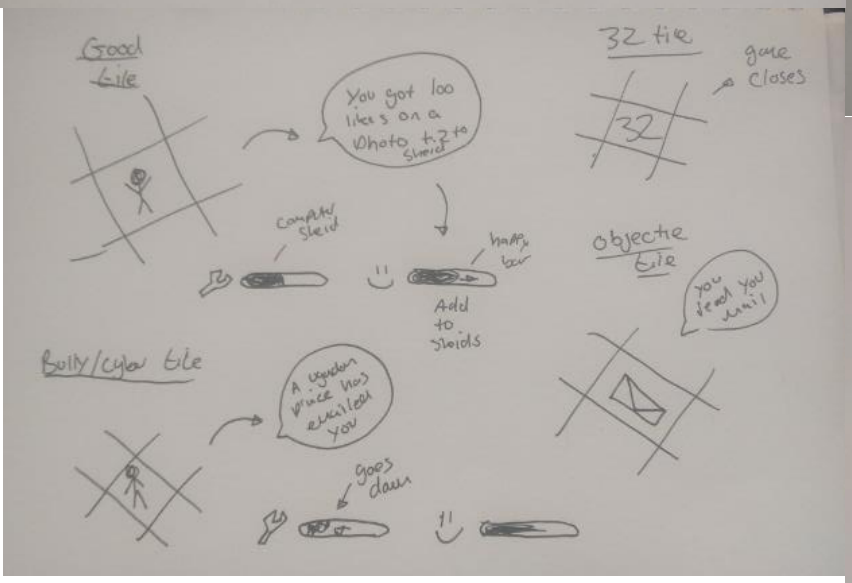
Our game started with an idea and a group meeting we all decided what was realistic and set some basic jobs to get the project started. We agreed we would mainly talk on Facebook as we can look at it where ever we may be at any time and we all have it. We decided Liam would do the design of the game so this needed to be done early on so the programmers Dan and Lewis could get on with what they had to do.

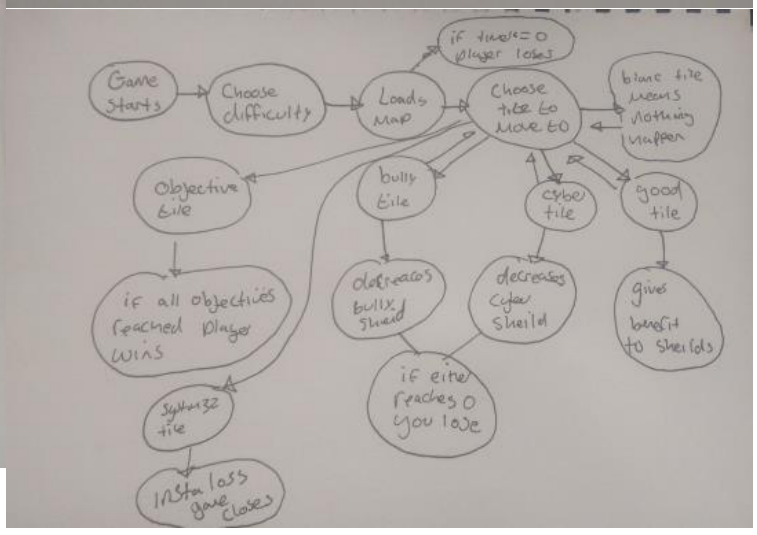

Easy - 3 objectives
Medium - 4 objectives
Hard - 6 objectives
decided to give human integrity most lives because these issues are the most common.
Computer integrity
Human integrity
3 lives because less common
5 lives because more common


App pop up
info on what happened
Learn more
Learn more button open more info.


Title
Start
Starts game - difficulty first
Options
opens options / looks game justaptains sound etc
Database
Quit
quits game
Load all facts that will be put into game.
Awesom background


Assymetric view
Top Down view


Good tile
You got 100 likes on a photo to 2 to shield
32 tile
32
game closes
Add to shields
Objective tile
you dead you suck!
Bully/cyber tile
A random prince has emailed you
goes down


Game starts
Choose difficulty
Loads map
Choose tile to move to
if time<=0 player loses
blank tile means nothing happen
Objective tile
bully tile
cyber tile
good tile
if all objectives reached player wins
decreases bully shield
decreases cyber shield
gives benefit to shields
if either reaches 0 you lose
32 tile
Insta loss game closes

While the game concepts were being designed, the group spoke about what tools we would use so Adam could start his part of the report. As each member of the group used different tools we print screened and sent him them so he could put them in his part of the report. Another thing that was made in this period was the menu system as it was going to be complicated.

When the designs where done we had a group meeting so everyone was up to date and clear what we were making. The designs were handed over to Dan and Lewis to start making the game. While Dan and Lewis were creating the game Liam and Adam continued doing their parts of the report and Liam researched information about cybercrime to put in the game itself.

We then had to test the game ourselves we decided it would be best the group members Adam and Liam should do this as they did not code the game so it would be a fresh perspective to them. After finding some minor bugs and ways we could improve the game we were done and just needed to sit down as a group and discuss how we are going to present it and who's going to do what. We also during this time all sat down and looked through the document making sure we were all happy with what was done.

Gantt chart

During the planning phase we had put in place a Gantt chart that gave us time limits to do certain tasks, the aim for this was to help guide us through the coming weeks. We followed the Gantt chart as close as we could but this didn't foresee problems such as certain tasks not being completed by members so we had to amend this chart so we were still organised.

Schedule

We had a schedule in place that every Tuesday after a workshop we all shared we would have a quick catch up, this didn't count as a group meeting because it was casual and was for us to just talk quickly about anything related to the project, this meant we could keep in contact at least on a weekly basis.

Risk Matrix

Like many groups do we did encounter difficulties, however we had our risk matrix to refer back on when a problem would arise. Examples of problems we as a group encountered;

One of our members was sick for a few weeks, the table says that the work should be shared out between the group however this did not happen as other members couldn't do the work and the sick member just had to put more hours in when they recovered.
Another problem was that there was a lack of communication between some members of the group, the table says we should have regular meetings and exchange emails. Luckily we had a Facebook group chat in place which the members that were communicating talked on, eventually the member that lost communication came back in.

Low motivation was another problem due to the fact we got a low grade on the first part of the assignment, referring to the table it says keep goals clear which we did and pushed towards finishing the project.
We had a problem where some of the ideas for the original game wouldn't work and it had to be tweaked but referring to the chart we kept all the main points and objectives of the game only slightly tweaking to allow us to complete the project.

in conclusion the risk matrix was a good go to as it was what we all agreed to do if a certain scenario happened, without it could of caused more arguments because it would of been peoples own opinions on what would happen next and this is what causes conflicts as long as the risk matrix was referred to and the issue was solved then there was no need to have a conflict.

Communication

Communication is key to the success of any group activity and this is no exception, we had times where there was little to no communication in the group and the work was just not getting done in this period, when communication was flowing throughout the group the work blossomed. After losing communication with 2 members (one that never was in contact and one who had personal problems) the remaining members communicated a lot more as the workload was increased and we needed be more effective to complete the project. This was done mostly via Facebook chat as the other group members were in it and if they wanted to get back in they could see what we were talking about.

Game Description

About- This game allows someone to experience surfing the internet and encountering all the dangerous that can be online through the safety of a game. This will promote awareness that there are crimes out there on the World Wide Web that some people may not know about. This will promote all types of cybercrime such as viruses and hackers too people being bullied or trolled online. This will be shown in the game with two bars, one being your computers health or integrity and the other being your sanity and wellbeing before you have a mental break down. Different aspects of the game will either boost or decrease this bar and when your bar reaches 0 you lose. The aim of the game is to go about your daily internet needs; these will be represented in the game world as objectives. The player will have to reach these objectives and win at using the internet. On the way to these objectives the player will have to move across tiles, some will contain nothing, some will contain nice things while others will contain the internet crimes that will hurt your player and if you run into enough of them you will lose. There will be 2 types so you basically have to bars to keep up and if either one or both reaches 0 you die.

Who you play- Basically you play as yourself but the avatar in game will represent you online.

This is a grid based game, where the player must traverse the map to a designated location while avoiding hazards. The hazards represent problems and dangers that can be faced on the internet such as viruses and cyber bullying. The designated locations are usual sites you would access, e.g. bank, social media.

Changes to Aims and Objectives

Our aim is to create a game that generates awareness about cyber security and cybercrime

The objectives to help us reach this aim are as follows:

-Research types of cybercrime and cyber security risks and real events of cybercrime, and include real issues

-Decide on game idea, a platform to put that game on, and which engine or tool kit to make it in.

-Draw concept art and designs for levels

-Choose sound assets

-Design levels and UI and Menus

-Code AI, script, event handling, and UI

-Test game and Produce report

Above is our original aims and objectives from the proposal, we did not change or edit these objectives, however we didn't have AI in our game.

What we have achieved

We as a 4 man group have achieved a game that is finished and playable, when we started off we had ambitions of making it amazing and have more features but due to lack of members this couldn't be achieved, however we are more than happy with what we created. This game is fairly easy to play so all people from all backgrounds can play it and it is educational which is what we set out to achieve and we believe we have completed this aim.

We have also overcome several problems that we didn't think we would face mainly members leaving the group.

Belbin roles

This is all about how you all worked together as a group on the artefact that you have produced and is related closely to your previous question. You filled in a Belbin Self Perception Inventory right at the beginning of the module and this was used this to put people in groups with a good mix of Belbin Roles. You can see this mixture on the spread sheet on Blackboard that shows your group. Was Belbin correct in his belief that a group with a good mix of roles would produce good work? Were there some roles missing from your group and how did the group compensate for this? Go back to the slides that were used to describe Belbin team roles (week one lecture materials) – were Belbin's descriptions of the roles anything like what was experienced in your group? Why do you think that was? Is there any recent academic literature that investigates this? I provided one journal article on 'Team Role Balance and Performance' in the lecture materials for week one (available on Blackboard), but there will be others that you can find by searching electronically on the University Library site and elsewhere. Do their findings reflect your experience?

We also discussed Tuckman's 1965 model of the stages of group development – the so-called 'Forming, Storming, Norming and Performing' model. Did this bear any relation to what you experienced in your group? If it did, why do you think this was? If it did not, why do you think this was? What does the academic literature say about this 1965 model? Is it still relevant fifty years on, or have there been some other ideas published about group dynamics in that time period?

"A team is not a bunch of people with job titles, but a congregation of individuals, each of whom has a role which is understood by other members. Members of a team seek out certain roles and they perform most effectively in the ones that are most natural to them."

Dr. R. M. Belbin

The Belbin roles are designed to find out a person's behaviour in a group not personality so in a perfect example if people didn't have personalities this system would not be flawed and would be very effective at making the perfect teams.

"A tendency to behave, contribute and interrelate with others in a particular way."

Dr. Meredith Belbin

The following are our given Belbin roles;

Liam Mason- Planter/ Complete Finisher
Emma Huntley- Coordinator / Shaper
Lewis Catley- Specialist/ Monitor Evaluator
Adam James- Implementer/ Team Worker
Daniel Draper- Team Worker/ Coordinator
Jack Browne- N/A

Our group is a poor example of this as we had 2 members down, one of which never filled in the Belbin test to begin with, but without even thinking of what roles we got given each of us that contributed did fill the boots of that role. From looking at the above roles you would assume Emma would take control of the group, which initially she did until personal problems arose, this is where Liam's complete finisher role took over and he took over to finish the project. Also from the jobs you would assume Lewis would put himself forward to code the game which is exactly what happened and Lewis and Dan worked on other tasks with no real speciality, just doing what needed to be done which is what the Belbin roles showed they would do.

In our group we were missing a Resource Investigator, these people according to Belbin are extroverts which would be really good for when we have to present our project, our group will have to overcome this by spending more time preparing to present, the Belbin roles don't show personality so what could be considered an introvert role could be someone who is very extrovert and our group had two fairly confident people that are willing to stand up and talk.

we also lost one member due to personal reasons our co coordinator and shaper , meaning we lost a lot of control of the group for a while, it was about 2 weeks where little communication or organisation was done. Our group overcome this according to Belbin because we had the Team workers of the team already set on their tasks and the complete finisher would take over. If we lost our specialist it would of the hurt the group more.

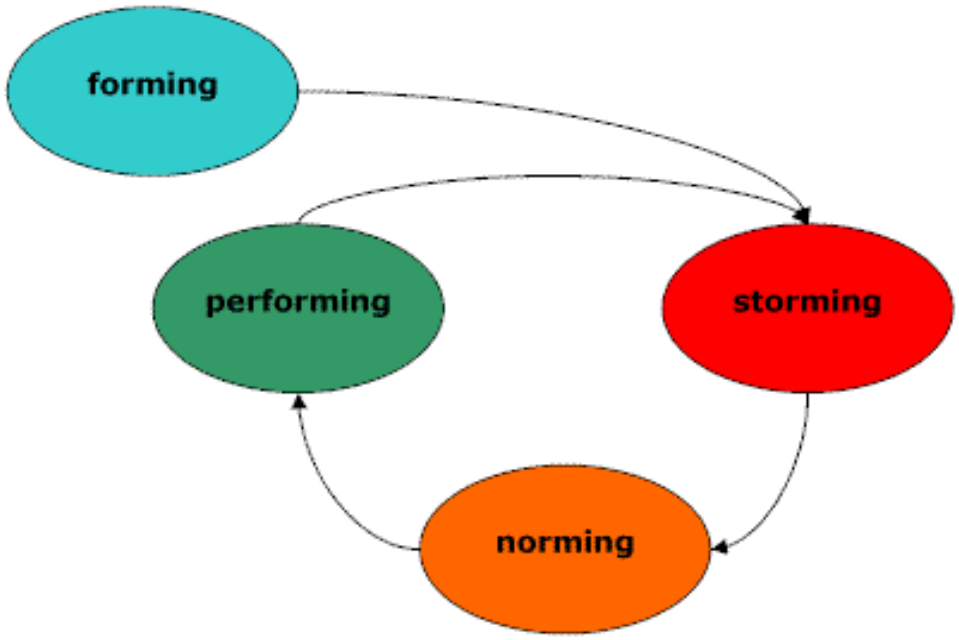
Disadvantages

- **Plants** could be unorthodox or forgetful
- **Resource Investigators** might forget to follow up on a lead
- **Monitor Evaluators** could be overly critical and slow moving
- **Co-ordinators** might over delegate leaving themselves little work to do
- **Implementers** might be slow to relinquish their plans in favour of positive changes
- **Completer Finishers** could be accused of taking their perfectionism to the extremes
- **Teamworkers** might become indecisive when unpopular decisions need to be made
- **Shapers** could risk becoming aggressive and bad-humoured in their attempts to get things done
- **Specialist** may have a tendency to focus narrowly on their own subject of choice

http://www.belbin.com/rte.asp?id=8

The above picture shows the disadvantages of each role, weirdly thinking about it our group did experience this with our given roles for example Liam was forgetful in showing designs to the group and Lewis was a bit slow moving to begin with.

The Tuckman forming storming norming performing model



Forming- Stage 1

"High dependence on leader for guidance and direction. Little agreement on team aims other than received from leader. Individual roles and responsibilities are unclear. Leader must be prepared to answer lots of questions about the team's purpose, objectives and external relationships. Processes are often ignored. Members test tolerance of system and leader. Leader directs."

The only part i agree with on the forming is the dependency on the leader and luckily for us at this early stage our leader was active. We all as a group spoke through her and everything was organised by her, she was essentially the anchor of the group.

Storming - Stage 2

"Decisions don't come easily within group. Team members vie for position as they attempt to establish themselves in relation to other team members and the leader, who might receive challenges from team members. Clarity of purpose increases but plenty of uncertainties persist. Cliques and factions form and there may be power struggles. The team needs to be focused on its goals to avoid becoming distracted by relationships and emotional issues. Compromises may be required to enable progress. Leader coaches"

Again I don't agree with this in our particular group as there was no power struggle , and roles were set easily to all active members with no on moaning or causing conflicts. It was around this stage our acting leader had personal issues so a compromise here would of been a new acting leader.

Norming- Stage 3

"Agreement and consensus largely forms among the team, who respond well to facilitation by leader. Roles and responsibilities are clear and accepted. Big decisions are made by group agreement. Smaller decisions may be delegated to individuals or small teams within group. Commitment and unity is strong. The team may engage in fun and social activities. The team discusses and develops its processes and working style. There is general respect for the leader and some of leadership is more shared by the team. Leader facilitates and enables."

This part I agree with, our group was small so most decisions went through everyone and we agreed as a team. We also did as a group do social activities together such as after a meeting we stayed at the pub had just socialised with each other not talking about how we were in a group together but actually talking as friends.

Performing- Stage 4

"The team is more strategically aware; the team knows clearly why it is doing what it is doing. The team has a shared vision and is able to stand on its own feet with no interference or participation from the leader. There is a focus on over-achieving goals, and the team makes most of the decisions against criteria agreed with the leader. The team has a high degree of autonomy. Disagreements occur but now they are resolved within the team positively, and necessary changes to processes and structure are made by the team. The team is able to work towards achieving the goal, and also to attend to relationship, style and process issues along the way. Team members look after each other. The team requires delegated tasks and projects from the leader. The team does not need to be instructed or assisted. Team members might ask for assistance from the leader with personal and interpersonal development. Leader delegates and oversees"

This part is true for our group, once the task was done we looked at it to see what more we could do to it, we all sat down and read the CRG and agreed together, i feel as we lost our acting leader we sort of all became the leader with just one person organising and delegating jobs, I don't feel they were the leader by choice but someone had to take over this position as no one would know what to do. There were a few disagreements throughout Easter with work not being done but this was resolved in a friendly manner. The new acting Leader dedicated tasked to the acting members of the group and team members did ask for help when they were not sure if they were doing their task correctly or needed something in order to complete it, an example was Adam with Tools he needed to know how group members used these tools and asked for print screens and a basic description.

(Adjourning 5th stage)
The group break up

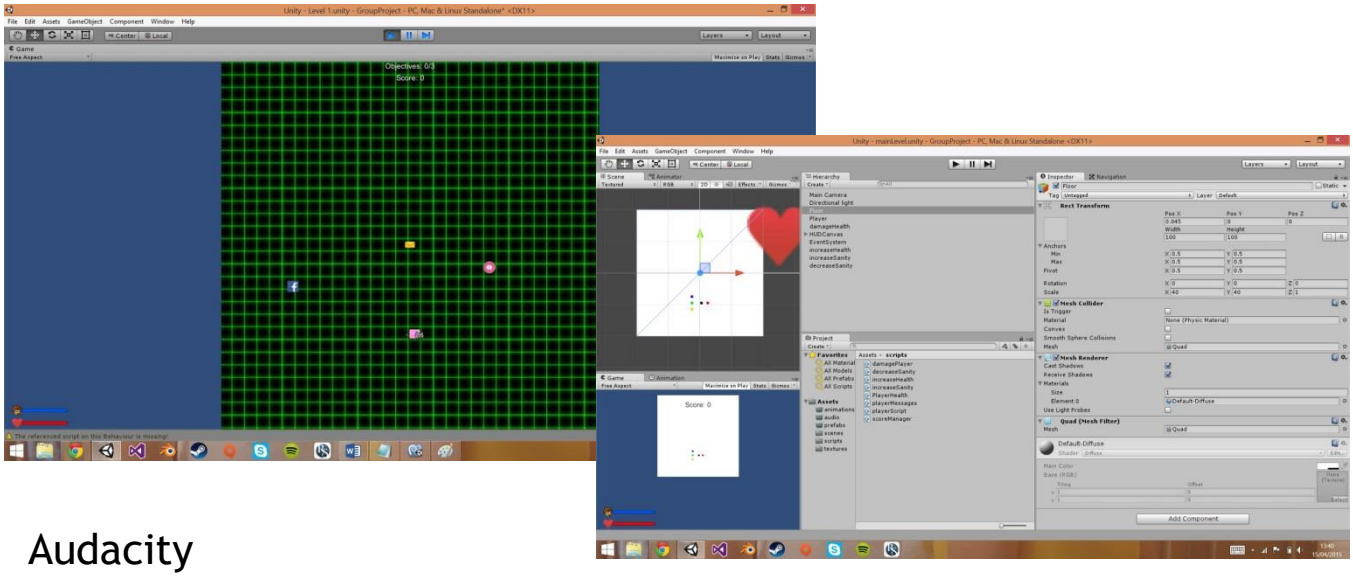
After finishing the project we were happy with what we created and disbanded the group with no problems with each other and made some connection that will hopefully continue throughout university.

http://www.businessballs.com/tuckmanformingstormingnormingperforming.htm

Tools used in production

Unity

Unity was chosen for the development of the game because every member had some previous work with the program so everyone had some basic understanding of how the engine worked. This way every member could make changes to the game and understand what the others were doing. Unity is free to download this meant that the game could be worked on from anyone's computer. One of the languages unity uses is c# a language every member of the group can read and write. One of the features of unity is an inbuilt collision detection which alleviates the need for any member to program any physics reducing the amount of mathematics needed. Mainly used by Dan and Lewis because they were in charge of programing and general game development.



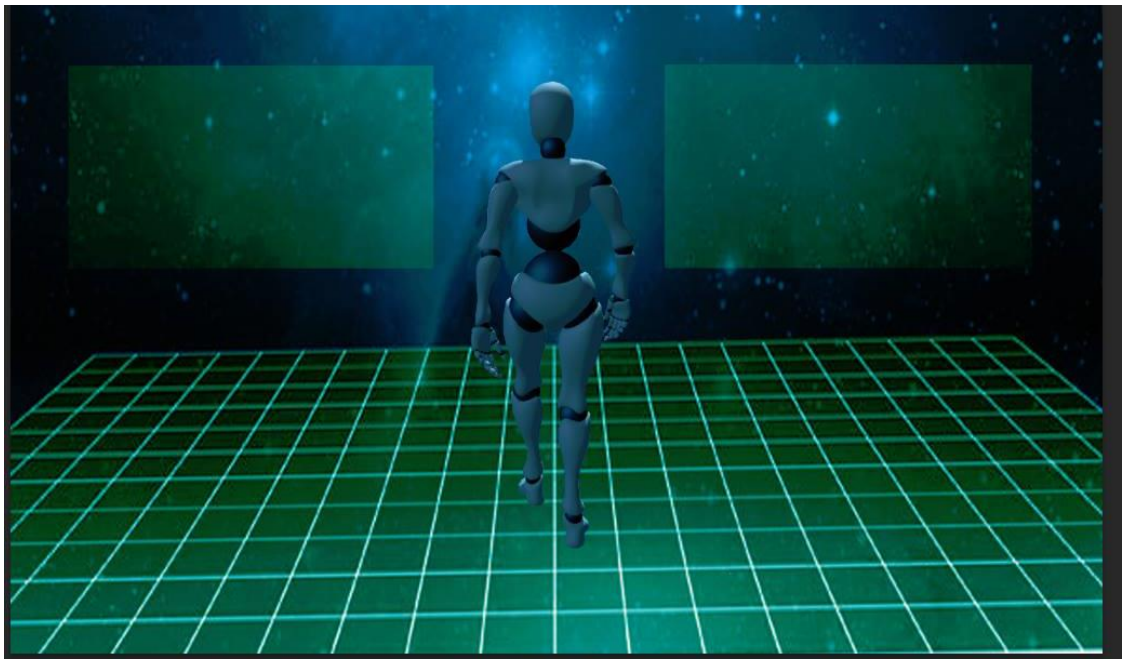
Audacity

Audacity was chosen to develop the music for our game because it is free to download so it can be installed on to any computer, this way work on the sound assets could be done on any computer. Audacity exports into most common file types like .wav and .mp3 which can be used with unity. Layering tracks and sound for easy sound mixing. Mainly used by Lewis to import sound assets into the game.

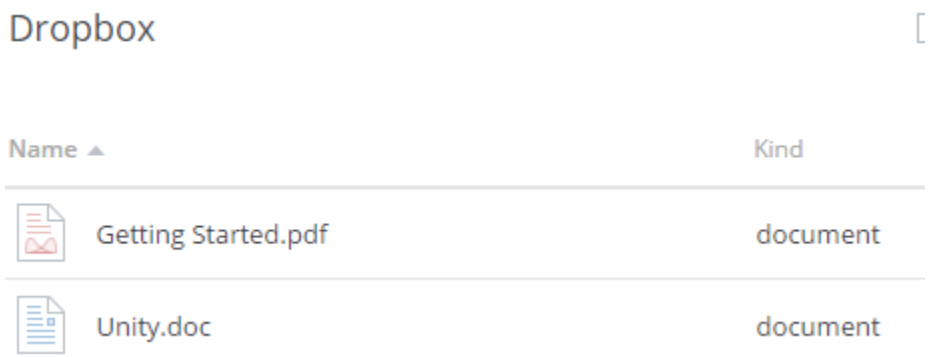
Photoshop CS6

Photoshop was chosen because one or more members already had a copy of Photoshop and new how to use it this saves time with having to learn how to use it. Photoshop files can be exported into popular file types like .png which work with unity. Good for making textures because .png can have null layers. Liam used Photoshop to develop concepts for the game.

Drop box

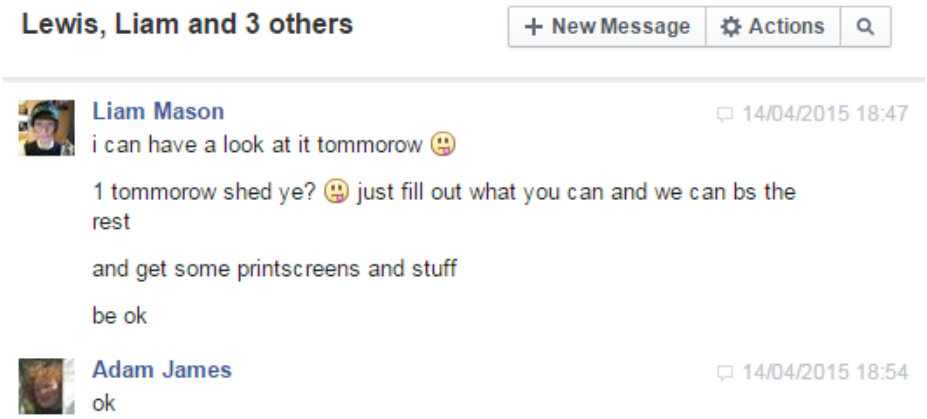


We chose dropbox as our file sharing service because a majority of the members have a pre-existing account so it save time with having to learn a new service. All of the file type we used could be shared through dropbox. Upload is much simpler than other options like github with the upload of zip files directly.



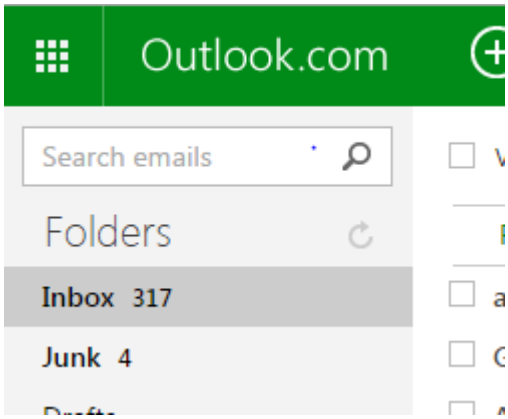
Facebook

We used Facebook for the Facebook messenger function which allows instant messages between the whole groups, or messages can be sent between individual members of the group. Facebook was also chosen because every member already had a pre-existing account so no setup was required. Most members of the group check the website at least once a day so information sharing is fairly rapid.



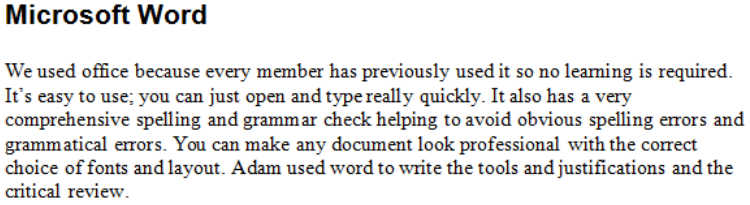
Outlook

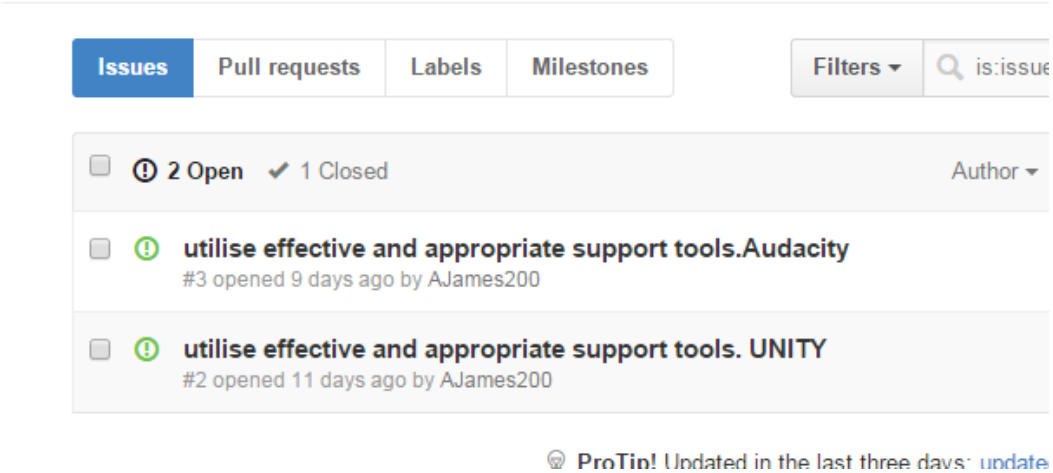
The group used this to send e-mails to communicate with the supervisor and other members of the group. Mainly used to work on the report and write ups as emails are very good for large word documents. Outlook would be the place where github notifications were sent, and email replies would be sent to github.



Microsoft Word

We used office because every member has previously used it so no learning is required. It's easy to use; you can just open and type really quickly. It also has a very comprehensive spelling and grammar check helping to avoid obvious spelling errors and grammatical errors. You can make any document look professional with the correct choice of fonts and layout. Adam used word to write the tools and justifications and the critical review.





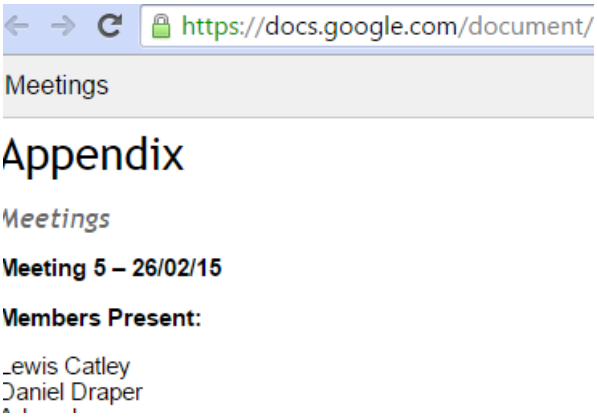
Github

Github was selected for the ability for any member to edit the project and track what changes were made and by whom. A wiki page can be created to detail, explain or discuss the project with this any member of the group who has missed a few meeting can look at the wiki to find out what we are doing. Group members can make issues to ask question or queries which notify the group on Github and it emails them, members can respond to issues by emails as well.

https://github.com/DDraper95/Assessment-2 (Created New Github for remaining active members)
https://github.com/EmmaHuntley/GroupProject
https://github.com/EmmaHuntley/GroupProject/graphs/contributors

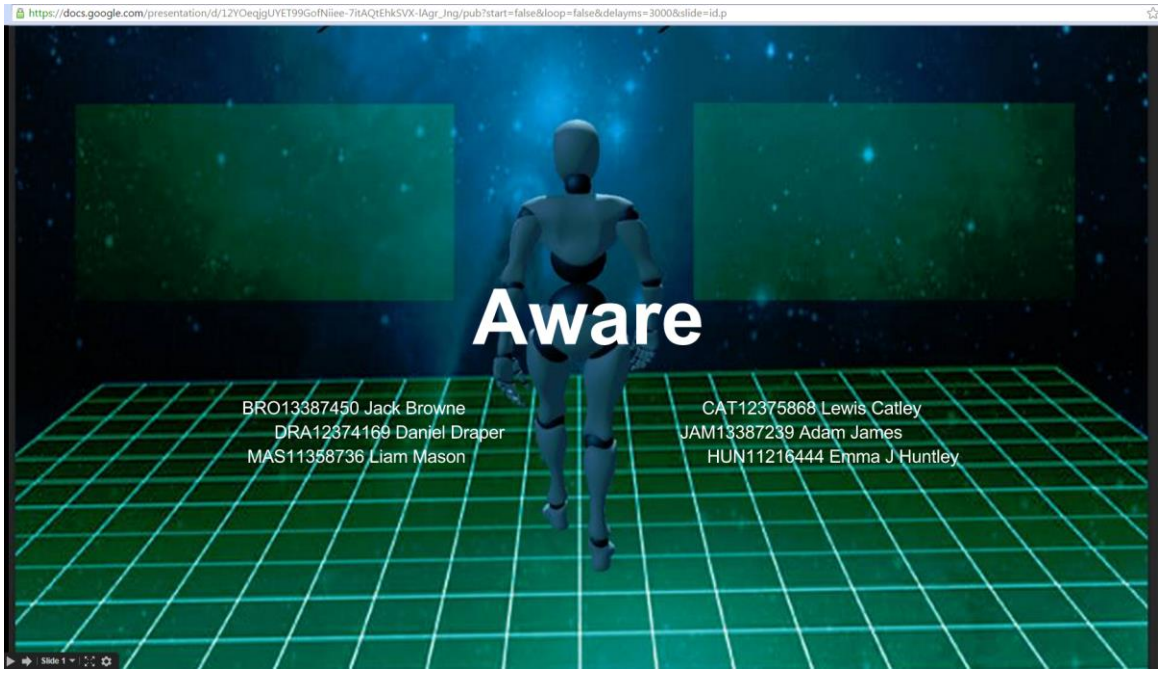
Google docs

Google docs has the same basic functionality as office with a word editor and a spread sheet but with the ability for multiple users to edit it a once. It has the ability to store documents online so group members can access the files from anywhere. The documents are stored online so they are safe from user side errors and corruption. Mainly used by Dan, Liam and Lewis as a place to store their documents and write their write ups.



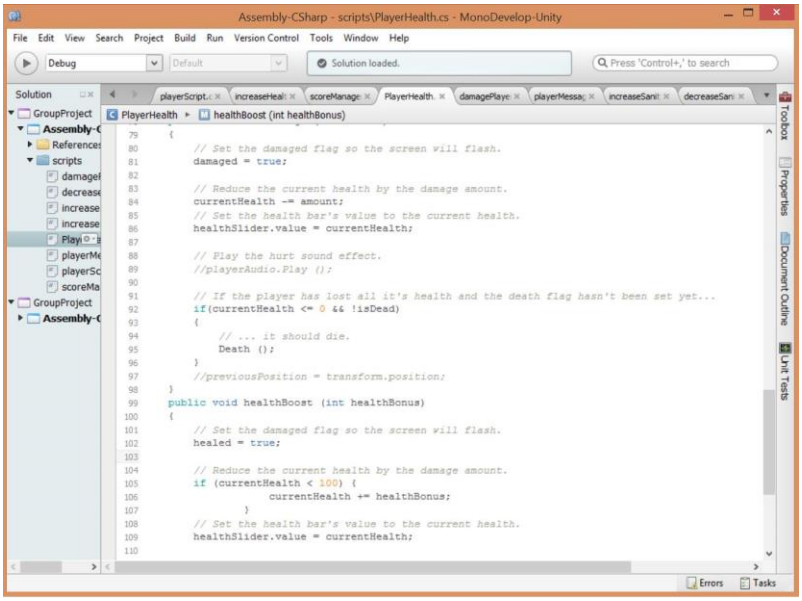
Google slides

Every member has had prior experience with this program so no learning was required. There are templates so designing a look for the presentation is easier and filling the presentation with information becomes the priority. There is an in-built spell checker so grammatical errors are less likely to appear giving a more professional feel. The files are stored online so there is little chance for the files to be lost through user side errors and corruptions. Every member can access the document and it can be edited by all the members simultaneously. It works off a Google account which every member has so no set up was required. Used by Dan to craft the presentation.



Skype

Every member had a pre-existing account so the only set up required was friending every one and creating a group. The service was used to organise meeting when one or more group members is not close enough to be physically present for a meeting. Skype can screen share so people can assist each other with feedback and proof reading whilst not being near the other members. There is a file sharing system where members could send copies of their documents to other members and the files would be saved locally to their computer as well.



Mono develop

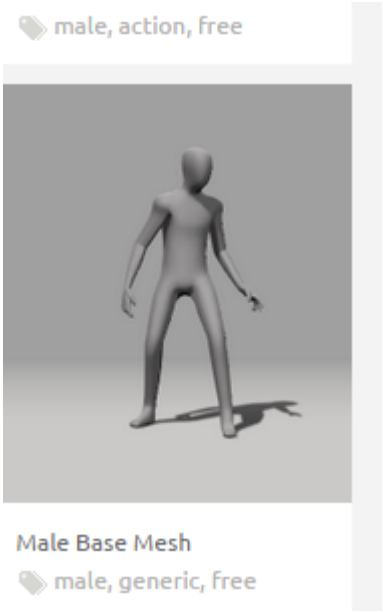
Mono comes pre-packaged with unity and works natively with unity, the program works with the languages that unity reads (C#, Java script and boo). It works with our desired language c# which is a language every member has some prior experience in programming with this language. The program is integrated into unity making it easier to use mono as any other program would require additional steps to get working like the unity pipeline. Used by Dan and Lewis in the development of the game.

Pen & Paper

Good for scribbling loose ideas on the fly because you're not all ways near a computer and a phone isn't sufficient for note taking. It can help with visualising ideas because whilst in meetings simply describing the idea isn't enough so visual cues can help greatly.

Mixamo

Used for concepts and developing ideas. Mixamo is a 3d model library, we took a model and placed it in a 3d environment to see how it would look and then took a screen cap and edited it in Photoshop. The Mixamo library was chosen because it was free as we weren't using it for commercial use. Used by Liam to get a model for the concept.



Unity asset store

The asset store was use by Liam to acquire objects to create a menu without having to design a full set of new textures and objects. The reason the unity asset store was chosen above any other store is because they were guaranteed to work with unity which was the game engine we were using.

Excel

It was used to update the Gantt chart to accommodate the change in the amount of group members from 5 to 4. Excel was chosen as everyone in the group could use it as they had previous experience. The software works on a grid based system making it very easy to create graphs and charts. Liam used it to update the Gantt chart.

Critical reflection on group processes

Lewis Catley –

I believe that our group did very well throughout a few circumstances that no one could have predicted, and we all rose and adapted to the situations. Such as for the first task we had a member of the group that never showed up and through numerous ways of trying to contact them we didn't get a reply, so rather than waiting the person assigned with leader at that moment assigned everyone that showed up to the meeting roles and tasks of what to do and achieve for the first task.

Another obstacle the group faced was that after the first task was handed in the leader from the first task disappeared and again didn't reply to any attempts of communication, so the group kind of disappeared and didn't make any progress until Liam contacted everyone and conducted a group meeting, of which only 4 of the original group turned up and at this point I got assigned the role as programmer due to me being assigned the specialist from the Belbin roles, and as such I was tasked with constructing much of the game.

This I believe was beneficial as I was given mostly free reign to make the game and this prevented confusion of ideas and a crossover of code that didn't work yet whenever I needed assistance or creative help I could contact either Daniel who provided assistance on the code and making of the game, where as I would also contact Liam as he had the original idea of the game and designed concept art so if I needed help with the design side of the game I would contact him.

Daniel Draper -

The group worked well as a team, but we could have accomplished more. Work was shared equally during the first project when the sixth member did not show. After losing another member due to personal reasons for the second project, the work wasn't equally shared and some members did more work than other. Later on the work load was shared more equally. Goals were set for key parts of the project to be completed, so that progress occurred.
We didn't have any arguments or disputes and communicated well, the main problem we faced was lack of enthusiasm early on, and a lack of meeting attendance.
If the project was to be redone, I would push the work to be started earlier mainly the game itself. Additionally working in a similar location such as the computer labs, instead of working from home and sharing each section as we complete it. This would allow us to help each other and keep track of progression. Every meeting we should have look through the work that had been completed decided where to go next, to keep us focused.
In regards to Belbin's roles I would say that it is good as a base to show where a person main strengths lie, but this doesn't mean that if every member combined fills every role that it will be an strong team. It also does not evaluate the work ethic of each member; a person may have the aspects of a good team worker. They still may not want to help or be lazy.

Adam James -

I feel that the group worked well as a team despite losing two members we divided the jobs evenly among the remaining members and all jobs tasked to each member was completed. However I feel the group communication was a little poor for example i was unaware of one of the members sudden disappearance form the group, or the meeting that was changed in too short of a time for me to respond. The Belbin roles where not represent of the member work ethics or their skills as we ended up just ignoring the roles instead we asked each member what they are good at then set tasks accordingly.

Liam Mason -

I feel as a group we could have achieved much more, with the first assignment we had a member who never turned up or contributed anything meaning the work load had to be spread between us. After receiving our marks back we got 53%- 10% for penalties but it was clear that not everything contributed the same quality so this dragged the group down.
We started off well as a group with most of us attending meetings and seeming enthusiastic about the project, this however diminished in time as our group leader was having some personal problems and the distraction of other modules caused us to fall behind. We should've resulted to our risk matrix sooner which states having regular meetings which only 3 of us did.

The 3 of us that had regular meetings had a plan to get an artefact produced between just us 3 and if the other members of the group wanted to join i would assign them one of our tasks which is what happened.

As a team we got on there was no disputes or arguments just lack of effort and contribution from some members that caused the rest to pick up the slack. Another problem with not having meetings with the whole group present is that we had no idea who had particular skills in programs such as unity

Overall if we got another chance to start again 2 months ago, I would suggest we start the project sooner and try to encourage all members to get involved and work in a place together not at home talking via Facebook but in a lab where we can walk around and help each other, I feel this would be far more effective than what we did.

As for the Belbin roles i think this only shows what a person is good at for example i was the planter I came up with the game idea so this role categories me correctly but just putting people in groups based on this doesn't mean the group will be amazing because this test does not cover what work ethic a person has got or what passion and the amount of effort they will put in. The Belbin test didn't show i was a leader at all but i believe after our original leader was having personal issues and no longer communicated with the group i filled this role in. The Belbin test also showed i was a complete finisher meaning i can take perfection to the extreme and thinking

back i kind of did, I would spend more time than is necessary on a small task just so it is good in my eyes.

Emma Huntley- No contribution.

Jack Browne- No contribution.

Mark Allocation

Marks should be distributed based on participation, the weighting of their task and quality of work produced. The following is a list detailing the tasks assigned and meeting attendance for each member.

All contributing members Liam, Adam, Lewis and Daniel have agreed the two members who contributed nothing Emma and Jack Browne should receive 0% while Liam, Adam, Lewis and Daniel should receive 100% of the grade attained.

Jack Browne:

Meetings attended: 0/8

Tasks Assigned and completed:
None

Lewis Catley:

Meetings attended: 8/8

Tasks Assigned and completed:
Programmed game
Helped with ideas

Daniel Draper:

Meetings attended: 8/8

Tasks Assigned and completed:

Programmed game
Helped with ideas

Adam James:

Meetings attended: /8

Tasks Assigned and completed:

Tools used in production

Liam Mason:

Meetings attended: 8/8

Tasks Assigned and completed:

Art assets
Game Design
Researched information to put into Game
Documentation on artefact
Test artefact
Document Layout
Putting Document together
Filled in as group leader

Emma J Huntley:

Meetings attended: **5/8**

Tasks Assigned and completed:

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Appendix

Meetings

Meeting 5 – 26/02/15

Members Present:

Lewis Catley

Daniel Draper

Adam James

Liam Mason

Emma Huntley

Missing Members:

Jack Browne

Meeting Agenda:

First meeting after first hand in , just discussing what we should expect to do and if everyone was happy with our game idea.

Meeting 6 – 02/03/15

Members Present:

Lewis Catley

Daniel Draper

Adam James

Liam Mason

Emma Huntley

Missing Members:

Jack Browne

Meeting Agenda:

Discussed the game idea more, decided how the game will function, Grid based with negative and positive consequences of using the internet.

Meeting 7 – 09/03/15

Members Present:

Lewis Catley

Daniel Draper

Adam James

Liam Mason

Emma Huntley

Missing Members:

Jack Browne

Meeting Agenda:

Ideas for what the positive and negative consequences could be, as discussed last week. Idea of a computer integrity and sanity bar that would increase and decrease as the player traversed the grid. Sanity - watching videos, cyber bullying, Computer - viruses, virus scans.

Meeting 8 – 10/03/15

Members Present:

Lewis Catley

Daniel Draper

Adam James

Liam Mason

Emma Huntley

Missing Members:

Jack Browne

Meeting Agenda:

Quick meeting - The game basics set in stone, and additional ideas where discussed and a goal state set - navigating to the certain locations on the internet where the user wanted to be - YouTube, bank etc. Platform to be discussed next week.

Meeting 9 – 17/03/15

Members Present:

Lewis Catley

Daniel Draper

Liam Mason

Missing Members:

Jack Browne

Emma Huntley

Adam James

Meeting Agenda:

Talked about what platform to make the game in, talked about game maker and Monogame, unity still option. Talked about art and Photoshop. Need to as a group look at crg and decides who's doing what so far Liam: art/design assets, Dan/Lewis: programming.

Meeting 10 – 18/03/15

Members Present:

Lewis Catley

Daniel Draper

Adam James

Liam Mason

Emma Huntley

Missing Members:

Jack Browne

Meeting Agenda:

Following on from last meeting with all active members , discussed CRG and talked about who wanted to do what and make sure everyone was happy and knew what they were doing/ have to do.

Meeting 11 – 24/03/15

Members Present:

Lewis Catley

Daniel Draper

Liam Mason

Adam James

Missing Members:

Jack Browne

Emma Huntley

Meeting Agenda:

Liam showing game ideas and Photoshop work to other members talked more about what to do over the 2 weeks we won't see each other. Concluded Liam to finish assets and general game idea so Lewis and Dan can make game. Also discussed about another missing member and after trying to contact concluded to work with just the 4 of us.

Meeting 12 – 13/04/15

Members Present:

Lewis Catley

Daniel Draper

Liam Mason

Adam James

Missing Members:

Jack Browne

Emma Huntley

Meeting Agenda:

First meeting in a while after easter break, just making sure everyone is clear on the deadline and what tasks we have left to do are completed by following meeting which was agreed to be following day so we could as a group finish.

Meeting 13 – 14/04/15

Members Present:

Lewis Catley

Daniel Draper

Liam Mason

Adam James

Missing Members:

Jack Browne

Emma Huntley

Meeting Agenda:

Final group meeting before hand in just making sure we have done everything and everyone is happy.

Ken Blanchard. (2015). *tuckman forming storming norming performing model.*Available: http://www.businessballs.com/tuckmanformingstormingnormingperforming.htm. Last accessed 10/04/2015.